MOVING AN OBJECT ON A DRAG PLANE IN A VIRTUAL THREE-DIMENSIONAL SPACE

ABSTRACT

A method of moving an object on a drag plane in a

5   virtual three-dimensional (3D) space, includes selecting the

object using a cursor, moving the cursor to a location,

creating a reference plane, projecting movement of the cursor

to the location to an interim point on the reference plane,

projecting the interim point onto the drag plane, and

10 displaying the object at the location on the drag plane.